

## OsmoPCU - Feature #1533

### Separate the window handling from the TBF more clearly

02/22/2016 09:07 PM - zecke

<b>Status:</b> Feedback	<b>Start date:</b> 02/22/2016
<b>Priority:</b> Low	<b>Due date:</b>
<b>Assignee:</b> zecke	<b>% Done:</b> 0%
<b>Category:</b>	
<b>Target version:</b>	
<b>Spec Reference:</b>	
<b>Description</b> **The window handling can be more clearly separated from the TBF. This includes clean-ups to the ::assemble_forward_llc. The general multitude of calling dir.dl.window.m_v_b and dir.dl.window.increment_send.	
<b>Related issues:</b> Related to OsmoPCU - Bug #1759: Wrong calculation of DL window size for DL as... <b>Stalled</b> <b>06/28/2016</b>	

#### History

##### #1 - 02/22/2016 09:07 PM - zecke

From Jacob:

The situation has much improved with the edge related update of the window handling, but the update functions in the TBF and RLC window class haven't changed really.

The RBB layout is fully abstracted in decoding.cpp now, only a bitvec and the first BSN are passed around.

##### #2 - 02/22/2016 09:32 PM - zecke

- Priority changed from Normal to Low

##### #3 - 07/10/2017 12:10 PM - msuraev

- Status changed from New to Feedback

I'm not quite sure what else can be done in here. The "window.m\_v\_b" is used in tbf\_dl.cpp only and half of the time is in analyse\_errors() functions to obtain stats data, increment\_send() is used only once. It's also unclear which are the "update functions in the TBF" referred to in comments. I think we should either have much clearer description with actionable steps or close this altogether.

##### #4 - 07/21/2017 02:46 PM - msuraev

- Assignee changed from msuraev to zecke

##### #5 - 12/13/2017 01:49 PM - msuraev

- Related to Bug #1759: Wrong calculation of DL window size for DL assignment added